



THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicants: T.D.J. Stamper et al.

Old Attorney Docket No.: RARP113009
New Attorney Docket No.: MSFT113009

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Application No.: 09/340,713

Group Art Unit: 2151

Filed: June 29, 1999

Examiner: C. Anya

Title: SYSTEM, METHOD AND DATA STORAGE MEDIUM
FOR SHARING DATA BETWEEN VIDEO GAMES

AMENDMENT

Seattle, Washington 98101

March 27, 2003

TO THE COMMISSIONER FOR PATENTS:

Please amend the above-identified application as follows:

In the Specification:

Please amend the paragraphs beginning on page 10, line 5, and ending on page 11, line 20, as follows:

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AI
Beginning with a step 50, a test is made to determine whether a first game cartridge is connected to a video game console. If a first game cartridge is not connected, the system continues to check for one as shown in FIGURE 6.

On the other hand, if a first game cartridge containing programming information for a first video game program is connected to the console, the processor 12 acts under control of the first video game program. Then, at a step 52, the video game system determines whether a trigger event has occurred indicating the existence of information for storage in a universally accessible location of the memory 16. For example, while playing the first video game, a player may reach a certain stage in the first video game where the player recognizes a common feature from a second video game (which the player has obviously played before). As an example, the player may come across a "Huge Blocked Icy Cave" in which there is a key-shaped hole. Unfortunately, the player can find no way or key to enter the Huge Blocked Icy Cave of the first video game. At the side of the Huge Blocked Icy Cave is a lever. The player pulls the lever and a "cut-cam" shows a section from the second video game stored on a second game cartridge.

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